Sprinting the PyPy way

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The PyPy project

- The PyPy project aims at producing a flexible and fast Python implementation
- Document and disseminate an agile methodology suited for OSS
- Funded via the EU Framework 6 program
- Consortium of 7 partners

Sprints: a definition

- Originated from the Zope Corporation during the development of Zope 3
- A multiday session of intense development
- Ca 2-5 days long
- No more than 10 people
- Using aspects of XP

To sprint or not to sprint

- Makes distributed development more efficient
- Increased productivity
- Exchanging information/thoughts and ideas
- Dissemination
- Learning

How is it done?

- Preparation: content + logistics
- Procedure: introduction + tutorials + tracking + coach
- Development method: XP (pair programming + unit tests + cvs/svn)
- Infrastructure: connectivity + venue

Sprinting in PyPy

- Core method
- Every 6th week - up to 7 days
- Integrate community (PyPy/Python/other communities)
- Disseminate (content + method + tools)
- “learning by doing – learning by reflection” - process design

Sprinting in PyPy

- Creating methodology
- Integrating project management and software development
- Functioning within the EU funding
- ……

Challenges

Based on experiences from Zope 3, Twisted and PyPy:

- Expectations and participants
- Vision versus implementation
- Leadership and process management
- Work between sprints
- Organization and costs

Feedback from users :-)

Generally very good feedback – but:

- More information and preparation?
- Need core developers available for questions?
- Need more structure and tracking?
- Need more focused and structured closure?

And finally…

- You are welcome to our sprints
- Please help us evaluate and improve our process
- Please help us with advice on your experiences from your own sprints and projects
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